

INTERACTIVE FICTION FOR THE APPLE II+, IIe, AND IIc

# STAR TREK®

## The Promethean Prophecy

The Lost Adventures  
of the Starship *Enterprise*





## CAPTAIN'S LOG, STARDATE 3642.2

Hunger aboard the *Enterprise*...

While exploring an unmapped sector of space near the border of the Great Transtellar Rift, the *Enterprise* came under sudden attack, sustaining major damage to virtually all decks. Leaking coolants contaminated the entire stock of raw protein substance, the base material of all the galley's synthesized foods. Chief Engineer Scott estimates that repairs to our warp engines will take eight or nine constant days at the very least. If we don't find an adequate food source soon, the entire crew of the *Enterprise* will starve.

Shortly after beaming down to the desolate surface of Prometheus Four to search for food, we were observed by an alien humanoid previously thought to be mythological. Our only hope is to somehow make contact with the inhabitants of this planet and gain access to their food supply.

### SYSTEM REQUIREMENTS

Requires an Apple II+, IIe, or IIc with 64K RAM and one disk drive. Runs in monochrome text mode.

Computer Software Division  
Simon & Schuster, Inc.

Program, story, and user's guide  
developed by TRANS Fiction Systems  
Corp.

Cover painting by Tim Jacobus

Copyright © 1986 Paramount Pictures  
Corporation. All Rights Reserved.







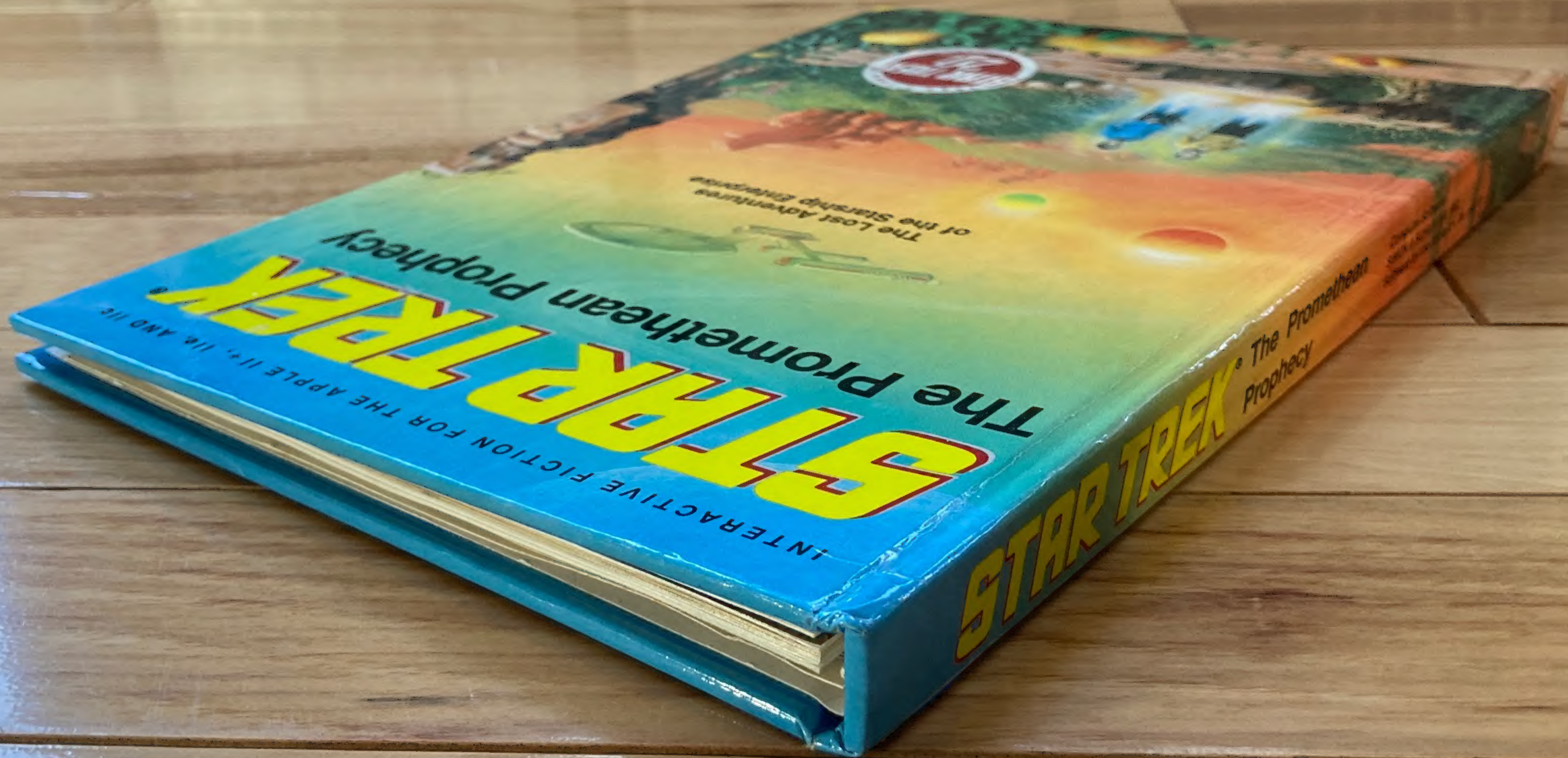
# STAR TREK

## The Motion Picture

The Last Adventure  
of the Starship Enterprise









**CAPTAIN'S LOG, STARDATE 3612.1**

Hunger aboard the Enterprise...

While exploring an unmapped sector of space near the border of the Great Transellar Rift, the Enterprise came under sudden attack sustaining major damage to virtually all decks. Landing parties containing material of all the galaxy's synthesized foods. Child engines, the fuel estimates that repairs to our warp engines will take eight to nine constant days at the very least. If we don't find an adequate food source soon, the entire crew of the Enterprise will starve.

Shortly after beaming down to the desolate surface of planetoid Four to search for food, we were observed by an alien humanoid previously thought to be mythological. Our visit here is as dangerous as their food supply.

**SYSTEM REQUIREMENTS**

Requires an Alpha 10, 16 or 32 bit PC  
RAM and disk space  
Manufactured and sold by









# ***STAR TREK***<sup>®</sup>

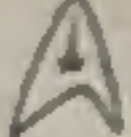
## **The Promethean Prophecy**

*by TRANS Fiction Systems Corp.*



COMPUTER SOFTWARE DIVISION  
SIMON & SCHUSTER, INC.  
NEW YORK



THE PROMETHEAN PROPHECY
Captain's Manual
COMMAND PROTOCOL
Standard Starship Equipment

Page 8
signature <i>James T. Kirk</i>

DR. MCCOY WAVES AT YOU FROM ACROSS THE ROOM.  
"WOULD YOU LIKE TO MEET AN OLD FRIEND OF MINE, JIM?"

// YES

MCCOY ESCORTS THE ORGANIAN AMBASSADOR TO WHERE  
YOU'RE STANDING. "CAPTAIN KIRK, MEET AMBASSADOR  
ORKEN."

### Standard Starship Equipment

Use of the standard-issue gear aboard the *Enterprise*  
should be second nature to a starship captain.

**Weapons** The hand phaser, your personal portable  
weapon, may be set to different levels, depending on  
the situation, using the command

// SET PHASER TO [STUN, NARROW BEAM, WIDE  
BEAM, or OVERLOAD]

The phaser may then be used as follows:

// POINT (or AIM) PHASER AT [something]  
// FIRE (or SHOOT) PHASER AT [something]

If you forget to specify a target, the story may  
ask you to be more specific.

The *Enterprise* also has artillery-sized phasers,  
which are controlled through the helmsman's con-  
sole on the bridge. If you wish, you can use this com-  
mand to establish a target:

// HELMSMAN, LOCK PHASERS ON [something]

But in all cases, you must specify what you wish  
to fire at:

// FIRE PHASERS AT KLINGON BATTLECRUISER!

Photon torpedoes can be used by following a sim-  
ilar procedure. However, these projectiles must first  
be armed with antimatter and loaded into firing  
tubes. Accomplish this by saying

// SULU, ARM PHOTON TORPEDOES



Once they're fully armed, you can

// FIRE PHOTON TORPEDOES AT [something]

**Intercom and Communicator** Members of your  
crew not in the same room with you may be con-  
tacted using the intercom or the communicator.  
Intercom panels are found in every room of a star-  
ship, and may be activated merely by touching  
them. Call a crew member using the protocol KIRK TO  
[name], as in the following example:

// TURN ON (or TOUCH or ACTIVATE) INTERCOM.  
KIRK TO SCOTTY

When the communication is over, type

// TURN OFF (or DEACTIVATE) THE INTERCOM.

The portable communicator may be used in the  
same way whenever you leave the *Enterprise*, as in:


// TURN ON THE COMMUNICATOR. KIRK TO  
ENTERPRISE.

**Ship's Computer** Information of many sorts is  
stored in the *Enterprise* computer banks, which may  
be contacted through the intercom using the for-  
mat COMPUTER, TELL ME ABOUT [whatever], as for  
example:

// COMPUTER, TELL ME ABOUT THE AMBASSADOR  
AND HER WORLD

**Tricorder and Sensors** Though visual and other  
physical examination of objects and places is obvi-  
ously preferable, useful information frequently may  
be obtained by means of the sophisticated sensing  
equipment standard on all Federation vessels. At  
least one portable tricorder is always carried by any  
landing party exploring a planetary surface. The  
tricorder may be activated using the command

// ANALYZE [object] WITH TRICORDER.

THE PROMETHEAN PROPHECY
Captain's Manual
COMMAND PROTOCOL
Standard Starship Equipment

Page 9
signature <i>James T. Kirk</i>



The software program is provided "as is" without warranty of any kind, either expressed or implied, including but not limited to the implied warranties of merchantability and fitness for a particular purpose. The entire risk as to the quality and performance of the program is with You. Should the program prove defective, You (and not S&S) assume the entire cost of all necessary servicing, repair or correction.

Some states do not allow the exclusion of implied warranties, so the above exclusion may not apply to You. This warranty gives You specific legal rights, and You may also have other rights which vary from state to state.

S&S does not warrant that the functions contained in the program will meet your requirements or that the operation of the program will be uninterrupted or error free. Neither S&S nor anyone else who has been involved in the creation or production of this product shall be liable for any direct, indirect, incidental, special or consequential damages, whether arising out of the use or inability to use the product, or any breach of a warranty, and S&S shall have no responsibility except to replace the diskette pursuant to this limited warranty (or, at its option, provide a refund of the purchase price).

No sales personnel or other representative of any party involved in the distribution of the Licensed Product is authorized by S&S to make any warranties with respect to the diskette or the Licensed Product beyond those contained in this Agreement. Oral statements do not constitute warranties, shall not be relied upon by You, and are not part of this Agreement. The entire agreement between S&S and You is embodied in this Agreement.

#### 7. General

If any provision of this End User License Agreement is determined to be invalid under any applicable statute or rule of law, it shall be deemed omitted and the remaining provisions shall continue in full force and effect. This End User License Agreement is to be governed by and construed in accordance with the laws of the State of New York.

### TECHNICAL ASSISTANCE

Starfleet Technical Support will be happy to provide assistance to any player who has difficulty with the technical aspects of the program. These include any problems in booting the program disk and issues of hardware compatibility. Such queries may be addressed by electronic voice transmission to (201) 592-2900.

However, technical support staff members are prohibited from answering any questions about the content of *The Promethean Prophecy*. Information regarding the mission remains classified and cannot be released.

Information about program bugs and other comments on *The Promethean Prophecy* should be sent to the following address: Starfleet Technical Support Center, Simon & Schuster, Inc., Route 9W, Englewood Cliffs, NJ 07632. Please be sure to include the release number of the program disk to ensure proper evaluation. To obtain this number, type TITLE at the // prompt.

# STAR TREK

## The Promethean Prophecy

### LOADING THE PROGRAM

To start the program, follow the instructions for your computer.

STAR TREK<sup>®</sup> The Promethean Prophecy

FOR THE APPLE II+, IIe, AND IIfx WITH 64K RAM

SIDE 1

Simon & Schuster



HOME

842766-8



The software program is provided "as is" without warranty of any kind, either expressed or implied, including but not limited to the implied warranties of merchantability and fitness for a particular purpose.

Simon & Schuster Software • A Division of Gulf + Western, Inc.  
G-793-0 GRG 886 MJF

### Star Trek: The Promethean Prophecy (Apple) REPLACEMENT ORDER FORM

Please use this form when ordering a replacement for a defective diskette.

#### A. If Ordering within Thirty Days of Purchase

If a diskette is reported defective within thirty days of purchase, a replacement diskette will be provided free of charge. This card must be totally filled out and accompanied by the defective diskette and a copy of the dated sales receipt. In addition, please complete and return the Limited Warranty Registration Card.

#### B. If Ordering after Thirty Days of Purchase but within One Year

If a diskette is reported defective after thirty days but within one year of purchase and the Warranty Registration Card has been properly filed, a replacement diskette will be provided to you for a nominal fee of \$5.00 (send check or money order only). This card must be totally filled out and accompanied by the defective diskette, a copy of the dated sales receipt, and a \$5.00 check or money order made payable to Simon & Schuster, Inc.

NAME \_\_\_\_\_ PHONE NUMBER ( ) \_\_\_\_\_  
ADDRESS \_\_\_\_\_  
CITY \_\_\_\_\_ STATE \_\_\_\_\_ ZIP \_\_\_\_\_  
PURCHASE DATE \_\_\_\_\_  
PURCHASE PRICE \_\_\_\_\_  
COMPUTER BRAND & MODEL \_\_\_\_\_

Please send all requests to Technical Support Center, Simon & Schuster, Inc., Route 9W, Englewood Cliffs, NJ 07632, ATTN: Replacements

NOTE: Simon & Schuster reserves the right, at its option, to refund your purchase price in lieu of providing a replacement diskette.

842766-6

### Star Trek: The Promethean Prophecy (Apple) LIMITED WARRANTY REGISTRATION CARD

In order to preserve your rights as provided for in the limited warranty, this card must be on file with Simon & Schuster within thirty days of purchase. Please fill in the information requested:

NAME \_\_\_\_\_ PHONE NUMBER ( ) \_\_\_\_\_  
ADDRESS \_\_\_\_\_  
CITY \_\_\_\_\_ STATE \_\_\_\_\_ ZIP \_\_\_\_\_  
COMPUTER BRAND & MODEL \_\_\_\_\_ DOS VERSION \_\_\_\_\_ MEMORY \_\_\_\_\_ K

Where did you purchase this product?

DEALER NAME \_\_\_\_\_  
ADDRESS \_\_\_\_\_  
CITY \_\_\_\_\_ STATE \_\_\_\_\_ ZIP \_\_\_\_\_  
PURCHASE DATE \_\_\_\_\_ PURCHASE PRICE \_\_\_\_\_

How did you learn about this product? (Check as many as applicable.)

STORE DISPLAY \_\_\_\_\_ SALESPERSON \_\_\_\_\_ MAGAZINE ARTICLE \_\_\_\_\_ ADVERTISEMENT \_\_\_\_\_  
OTHER (Please explain) \_\_\_\_\_

How long have you owned or used your computer?

LESS THAN 30 DAYS \_\_\_\_\_ LESS THAN 6 MONTHS \_\_\_\_\_ 6 MONTHS TO A YEAR \_\_\_\_\_ OVER 1 YEAR \_\_\_\_\_

What is your primary use for the computer?

BUSINESS \_\_\_\_\_ PERSONAL \_\_\_\_\_ EDUCATION \_\_\_\_\_ OTHER (Please explain) \_\_\_\_\_

Where is your computer located?

HOME \_\_\_\_\_ OFFICE \_\_\_\_\_ SCHOOL \_\_\_\_\_ OTHER (Please explain) \_\_\_\_\_

842766-6







TECHNICAL ASSISTANCE

... to help in practical aspects of ... the pro ... Such que ... to ... to ...

... and from ... the pro ... the class ...

The ... address ... Inc, ... to in ... print

A number type m/z at the 11 prompt

TECHNICAL ASSISTANCE

... to help in practical aspects of ... the pro ... Such que ... to ... to ...

... and from ... the pro ... the class ...

The ... address ... Inc, ... to in ... print

A number type m/z at the 11 prompt

**THE PROMETHEAN PROGRAM**

To start the program, follow the instructions for your computer.

**IBM:** (1) Boot DOS 2.0 (or higher). (2) Insert the Promethean Proprietary disk into drive A. (3) Type `start` after the `A>` prompt, then Enter.

**Apple:** (1) Turn off your computer. (2) Insert the Promethean disk into drive 1 (side 1 up). (3) Turn on the computer and disk drive. (4) Type `start` after the `A>` prompt, then Enter.

**THE PROMETHEAN PROGRAM**

To start the program, follow the instructions for your computer.

**IBM:** (1) Boot DOS 2.0 (or higher). (2) Insert the Promethean Proprietary disk into drive A. (3) Type `start` after the `A>` prompt, then Enter.

**Apple:** (1) Turn off your computer. (2) Insert the Promethean disk into drive 1 (side 1 up). (3) Turn on the computer and disk drive. (4) Type `start` after the `A>` prompt, then Enter.

Turn on your computer and press F10 to enter the BIOS. Press the down arrow to select "Load Optimized Defaults" and press F10 to save and exit. (1) Turn on your computer and press F10 to enter the BIOS. Press the down arrow to select "Load Optimized Defaults" and press F10 to save and exit.

Commodore Plotter Load (2) Turn on the computer. (3) Type Return. (4) At the A prompt, type LOAD "S". (5) Type Return.

**A R T I C L E**

STANDARD

GE T I N



**Simon & Schuster**

NAME \_\_\_\_\_  
 ADDRESS \_\_\_\_\_  
 CITY \_\_\_\_\_  
 STATE \_\_\_\_\_  
 ZIP \_\_\_\_\_  
 PHONE \_\_\_\_\_  
 FAX \_\_\_\_\_  
 E-MAIL \_\_\_\_\_  
 OFFICE \_\_\_\_\_  
 SCHOOL \_\_\_\_\_  
 OTHER \_\_\_\_\_  
 Please explain \_\_\_\_\_  
 6-7706-1



The software program is provided "as is" without warranty of any kind, either expressed or implied, including but not limited to the implied warranties of merchantability and fitness for a particular purpose. The entire risk as to the quality and performance of the program is with You. Should the program prove defective, You (and not S&S) assume the entire cost of all necessary servicing, repair or correction.

Some states do not allow the exclusion of implied warranties, so the above exclusion may not apply to You. This warranty gives You specific legal rights, and You may also have other rights which vary from state to state.

S&S does not warrant that the functions contained in the program will meet your requirements or that the operation of the program will be uninterrupted or error free. Neither S&S nor anyone else who has been involved in the creation or production of this product shall be liable for any direct, indirect, incidental, special or consequential damages, whether arising out of the use or inability to use the product, or any breach of a warranty, and S&S shall have no responsibility except to replace the diskette pursuant to this limited warranty (or, at its option, provide a refund of the purchase price).

Notwithstanding to whom representation is made, the distribution of this Product is authorized by S&S to make any warranties with respect to the diskette or program. Product beyond those contained in this Agreement. Oral statements do not constitute warranties, shall not be relied upon by You, and are not part of this Agreement. The entire agreement between S&S and You is contained in this Agreement.

#### 7. General

This Agreement is the entire agreement between You and S&S. It is valid only if signed by You, and only if signed by S&S. This Agreement is not valid if signed by anyone other than You. This Agreement is not valid if signed by anyone other than S&S. This Agreement is not valid if signed by anyone other than S&S. This Agreement is not valid if signed by anyone other than S&S.

## TECHNICAL ASSISTANCE

Starfleet Technical Support will be happy to provide assistance to any player who has difficulty with the technical aspects of the program. These include any problems in booting the program disk and issues of hardware compatibility. Such queries may be addressed by electronic voice transmission to (201) 592 2900.

However, technical support staff members are prohibited from answering any questions about the content of *The Promethean Prophecy*. Information regarding the mission remains classified and cannot be released.

Information about program bugs and other comments on *The Promethean Prophecy* should be sent to the following address: Starfleet Technical Support Center, Simon & Schuster, Inc., Route 9W, Englewood Cliffs, NJ 07632. Please be sure to include the release number of the program disk to ensure proper evaluation. To obtain this number, type TITLE at the // prompt.

## Star Trek: The Promethean Prophecy (Apple)

### REPLACEMENT ORDER FORM

Please send this form when ordering a replacement for a defective diskette.

#### A. If Ordering within Thirty Days of Purchase

If a diskette is reported defective within thirty days of purchase, a replacement diskette will be provided free of charge. This card must be fully filled out and accompanied by the defective diskette and a copy of the latest sales receipt. Please complete and return the Limited Warranty Registration Card.

#### B. If Ordering after Thirty Days of Purchase but within One Year

If a diskette is reported defective after thirty days but within one year of purchase and the Warranty Registration Card has been properly filled out, a replacement diskette will be provided to you for a nominal fee of \$1.00. Cash check or money order only. This card must be fully filled out and accompanied by the defective diskette, a copy of the sales receipt, and a \$5.00 check or money order made payable to Simon & Schuster, Inc.

NAME \_\_\_\_\_ PHONE NUMBER \_\_\_\_\_

ADDRESS \_\_\_\_\_

CITY \_\_\_\_\_ STATE \_\_\_\_\_ ZIP \_\_\_\_\_

PURCHASE DATE \_\_\_\_\_

PURCHASE PRICE \_\_\_\_\_

COMPUTER BRAND & MODEL \_\_\_\_\_

Please send requests to: Technical Support Center, Simon & Schuster, Inc., Route 9W, Englewood Cliffs, NJ 07632, ATTN: Replacements.

NOTE: Simon & Schuster reserves the right at its option to refund your purchase price instead of providing a replacement diskette.

842-TH-16

## Star Trek: The Promethean Prophecy (Apple)

### LIMITED WARRANTY REGISTRATION CARD

In order to preserve your rights as provided for in the limited warranty, this card must be filled with Simon & Schuster, Inc. within thirty days of purchase. Please fill in the information requested.

NAME \_\_\_\_\_ PHONE NUMBER \_\_\_\_\_

ADDRESS \_\_\_\_\_

CITY \_\_\_\_\_ STATE \_\_\_\_\_ ZIP \_\_\_\_\_

COMPUTER BRAND & MODEL \_\_\_\_\_

Where did you purchase this product? \_\_\_\_\_

DEALER NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_

CITY \_\_\_\_\_ STATE \_\_\_\_\_ ZIP \_\_\_\_\_

PURCHASE DATE \_\_\_\_\_

How did you learn about this product? (Check as many as applicable.)

STORE DISPLAY \_\_\_\_\_ SALES PERSON \_\_\_\_\_ MAGAZINE ARTICLE \_\_\_\_\_ ADVERTISEMENT \_\_\_\_\_

OTHER (Please explain) \_\_\_\_\_

How long have you owned or used your computer?

LESS THAN 10 DAYS \_\_\_\_\_ 10 TO 20 DAYS \_\_\_\_\_ 21 TO 30 DAYS \_\_\_\_\_ MORE THAN 30 DAYS \_\_\_\_\_

What is your primary use for the computer?

BUSINESS \_\_\_\_\_ PERSONAL \_\_\_\_\_ EDUCATION \_\_\_\_\_ OTHER (Please explain) \_\_\_\_\_

Where is your computer located?

HOME \_\_\_\_\_ OFFICE \_\_\_\_\_ SCHOOL \_\_\_\_\_ OTHER (Please explain) \_\_\_\_\_

842-TH-16

Simon & Schuster  
COMPUTER SOFTWARE

STAR TREK The Promethean Prophecy  
FOR THE APPLE II+, IIc, AND IIc WITH 64K RAM



Simon & Schuster

# STAR TREK

## The Promethean Prophecy

### LOADING THE PROGRAM

To start the program, follow the instructions for your computer.

**IBM:** (1) Boot DOS 2.0 (or higher). (2) Insert the *Promethean Prophecy* disk into drive A. (3) Type ST after the A> prompt, then press Enter.

**Apple:** (1) Turn off your computer. (2) Insert the *Promethean Prophecy* disk into drive 1 (side 1 up). (3) Turn on the computer and monitor.

**Commodore 64:** (1) Turn on the computer and disk drive. (2) Insert the *Promethean Prophecy* disk into the disk drive (side 1 up). (3) Type LOAD ST and press Return. (4) Then type RUN and press Return.

**Commodore 128:** (1) Turn on the computer and disk drive. (2) Insert the *Promethean Prophecy* disk into the disk drive (side 1 up). (3) Type GO and press Return. (4) At the prompt "Are you sure?" type Y and press Return. (5) Type LOAD ST and press Return. (6) Then type RUN and press Return.

### GETTING STARTED

When you begin *The Promethean Prophecy*, you are on the *Enterprise*. You may want to try the following commands:

SOLO WHERE ARE WE?  
WHO IS BERRYMAN?  
LOOK AT UHURA  
LOOK AT HOLD TOUGH IT SHAKE IT TAKE IT  
BERRYMAN ANALYZE THE PLANET  
EXAMINE CHAIR SIT ON IT  
LOOK AT VIEWSCREEN  
LOOK AT INTERCOM

After you've done some initial "looking around" on the bridge, be sure to pay close attention to the events that begin to unfold.



# STAR TREK

The Promethean  
Prophecy

FOR THE APPLE II+, IIe, AND IIc WITH 64K RAM

SIDE 1



Simon & Schuster

Apple: (1) Turn off your  
Prophecy disk into drive 1  
and monitor.

Commodore 64: (1) T  
(2) Insert the Promethe  
(side 1 up). (3) Type LOA  
RUN and press Return.

Commodore 128: (1)  
(2) Insert the Promethe  
(side 1 up). (3) Type  
"Are you sure?" type  
and press Return. (6)

## G E T T I

When you begin T  
Enterprise. You ma

SULU, WHERE AR  
WHO IS BERRYMA  
LOOK AT UHURA  
LOOK AT HOLO, T  
BERRYMAN, ANA  
EXAMINE CHAIR  
LOOK AT VIEWS  
LOOK AT INTER

After you've do  
be sure to pay



# **STAR TREK<sup>®</sup>** The Promethean Prophecy

**FOR THE APPLE II+, IIe, AND IIc WITH 64K RAM**

Copyright © 1986 Paramount Pictures Corporation

All Rights Reserved.

Copying, use, and disclosure restricted by written license agreement

Published by the Computer Software Division/Simon & Schuster, Inc

**SIDE 1**

Version 1.0



ecy (Apple)  
RD  
on file with Simon & Schuster within  
BER ( )  
ZIP  
MEMORY K  
ZIP  
ADVERTISEMENT  
OVER 1 YEAR  
842766-6



IBM: (1) Boot DOS  
Prophecy disk into  
press Enter.

Apple: (1) Turn  
Prophecy disk in  
and monitor.

Commodore 6  
(2) Insert the  
(side 1 up). (3)  
RUN and press

Commodore  
(2) Insert the  
(side 1 up).  
"Are you su  
and press P

G E T

When you  
Enterprise

SULU, V  
WHO IS  
LOOK  
LOOK  
BERP  
EXAM  
LOO  
LOO

After  
be su

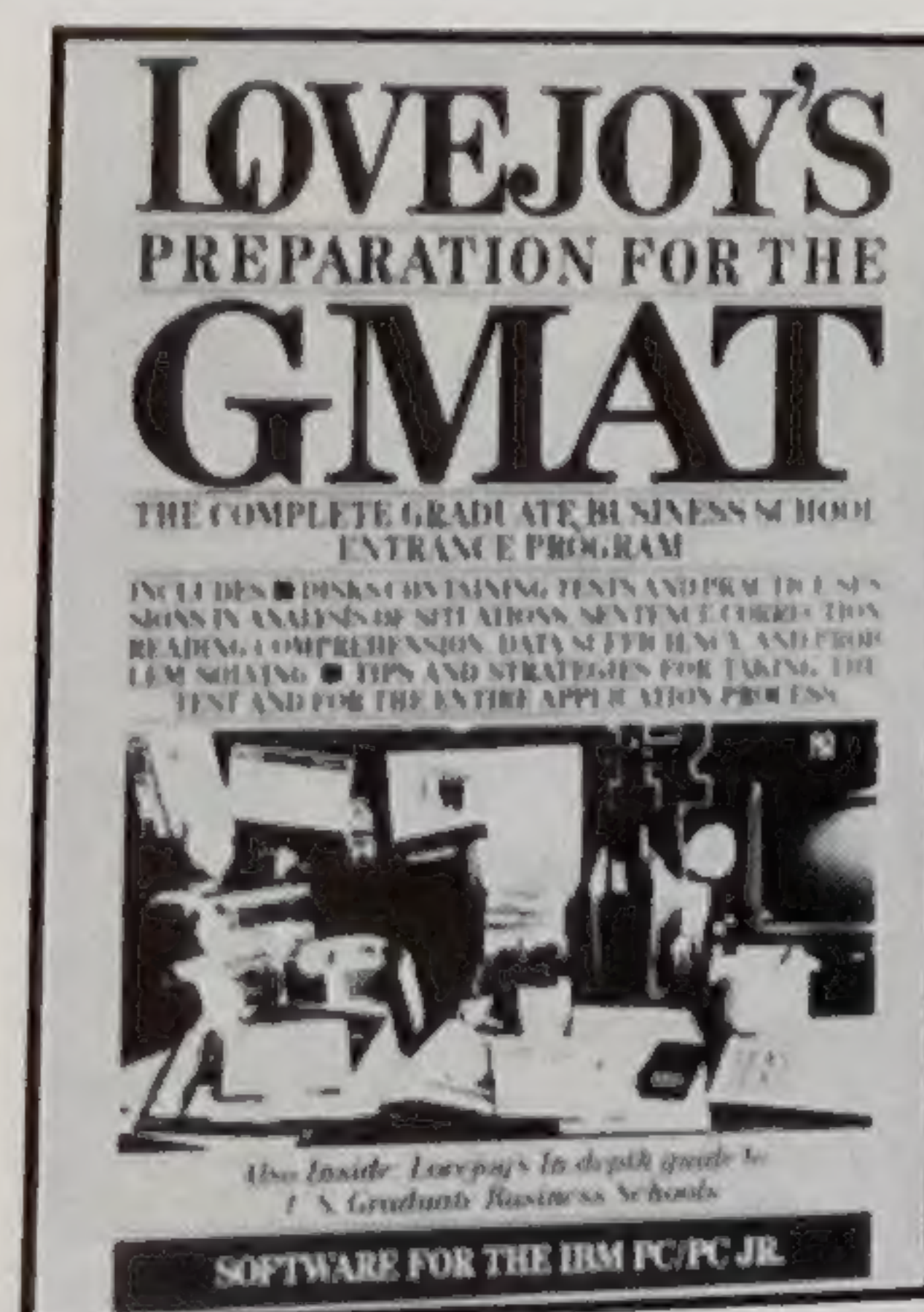




## Lovejoy's Preparation for the SAT

Why take chances with your future—especially when you already own a computer? Lovejoy's is the outstanding computerized SAT course on the market. Why? Because it explains exactly why your answers are right or wrong. It features two sample exams, 27 practice modules, extensive "help" screens, an on-screen scratch pad and calculator, testing tips, strategies and more. Plus, bound into every package is a copy of Lovejoy's College Guide.

Available for IBM PC, PCjr, PC/XT, \$59.95; Apple II, II+, IIc, IIc, \$59.95; Commodore 64/128, \$49.95.



## Lovejoy's Preparation for the GMAT

Relying on memorization and rote learning to pass the GMAT is no way to ensure your acceptance to a top business school. Lovejoy's Preparation for the GMAT allows you to learn while you study by telling you exactly why your answers to sample questions are right or wrong. Lovejoy's includes two practice exams (fully timed by an on-screen clock), 20 sample modules, extensive "help" screens, an on-screen scratch pad and calculator, bar graphs and test strategies and even a copy of Monarch's Complete Guide to Getting Into Graduate Business School.

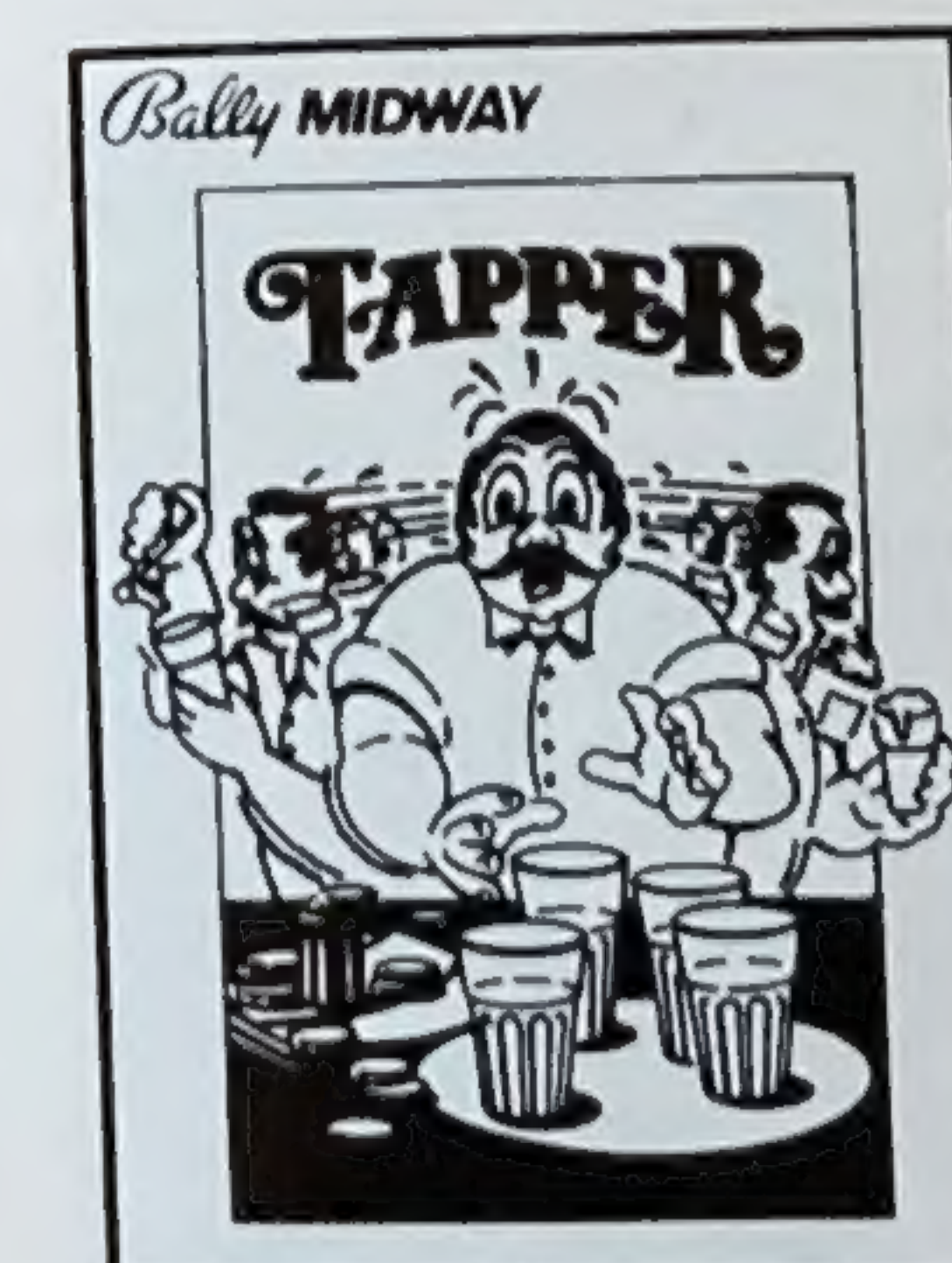
Available for IBM PC, PCjr, PC/XT, \$79.95; Apple II, II+, IIc, IIc, \$79.95.



## Spy Hunter

When it was introduced in the arcades, Spy Hunter roared to the top of the charts. And no wonder: It's a fast action, sharp shooting, hard-driving game that puts the player in command of an almost unlimited arsenal of weapons. Check out the machine guns, oil slicks, smoke screens, heat-seeking missiles, and some of the finest driving music you've ever heard.

Available for IBM PC, \$29.95; Apple II, IIc, IIc, \$29.95; Commodore 64/128 \$29.95; Atari 600XL, 800, 800XL, 1200XL, \$29.95.



## Tapper

Tapper is already a smash arcade game across the country. Its four different bars are crowded with unruly (and very thirsty) customers. Then the action gets really wild as the bartender scrambles to draw and serve drinks to them all. Don't forget to leave a tip on the bar so the dancing girls will come out and do their number!

Available for IBM PC, PCjr, \$29.95; Apple II, IIc, IIc, \$29.95; Commodore 64/128, \$29.95; Atari 600XL, 800, 800XL, 1200XL, \$29.95.



OTHER (Please explain) \_\_\_\_\_  
How long have you owned or used your computer? \_\_\_\_\_  
LESS THAN 30 DAYS \_\_\_\_\_ LESS THAN 6 MONTHS \_\_\_\_\_ 6 MONTHS \_\_\_\_\_  
What is your primary use for the computer?  
BUSINESS \_\_\_\_\_ PERSONAL \_\_\_\_\_ EDUCATION \_\_\_\_\_ OTHER (Please explain) \_\_\_\_\_  
Where is your computer located?  
HOME \_\_\_\_\_ OFFICE \_\_\_\_\_ SCHOOL \_\_\_\_\_ OTHER (Please explain) \_\_\_\_\_  
842766-5

**Simon & Schuster Software • A Division of Gulf + Western, Inc.**

G-793-0 GRG 886 MJF